



THE HOLY ORTHIDOX GRYPHONIC CHURCH

Founding Charter



5 IMPERIAL UNIFICATION

MODERNIZED VERSION

The Griffonian Imperial Library

Created by Grover Eisenhart

In the Holy and Divine Names of Boreas, Arcturus, and Eyr. And in the Damned but Known Maar.

By the authority vested in me, Grover Ardent Eisenhart I; Kaiser of the Griffonian Empire. It is declared that the formation of the true faith shall unify our land under one Holy Orthodox Gryphonic Church. Binding our minds, wills, hearts, and souls under the grace of the gods and under the rulership of the Kaiser.

Section I: The Doctrine of the Faith

It is hereby decreed that the worship of **Boreas**, **Arcturus**, and **Eyr** shall be codified under one doctrine, uniting the believers in faith, conduct, and rites. Let there be no more division, but unity in worship and service to the divines. May it further be known of the damnation of **Maar** and his heretical evils. Know that his church is no longer canonized, and is henceforth declared heresy, but his lessons and stories shall be recorded and told.

This council is convened and ordered by the Kaiser on behalf of the gods to ensure a unified and cohesive church. There shall be no splinters, no denominations, no alternate stories or histories as the voice of the gods. This document is not to describe the immense details of the faith, for that is already stated in the newly organized **Holy Book of The Weisheit**.

The Weisheit is the founding scripture of our faith. It defines what it means to be a gryphon, what it means to live, and what we strive and struggle with. The book is not in dispute, and the canonized volumes are as follows:

THE BOOK OF HIMMEL: To tell of Boreas and his values. The tales and tribulations.

THE BOOK OF STÄRKE: To tell of Arcturus and his passion. Lessons and guides.

THE BOOK OF FAMILIE: To tell of Eyr and her will. Instructions and traditions.

THE BOOK OF TOD: To tell of Maar and his lost spirit. His desires and the morals.

THE BOOK OF KAISER: To tell of the Kaiser, his purpose and will.

Section II: The Sacred Teachings

Let the following scattered passages be paramount:

- Be it heresy to pray to the gods. No gryphon shall descend into such decadence.

- Be it heresy to diverge from the laws and lessons of this council's resolution.

- Be it heresy to forbid the church and people rebirth and evolution in each generation to enact change and call upon another council.

- Be it heresy to test one's faith by verbal proof alone.

- Be it blasphemous to question the will of the Kaiser and his will.

- Be it known that the heavens are open to all Gryphons who follow the gods and Kaiser.

- Be it innate that all Gryphons shall head to heaven, and in only actions be it to damn them to Maar.

Let it be known that any teachings contrary to the sacred doctrines of the Church shall be condemned. False prophets and heretics, who lead the people astray, shall be cast out, for the faith of Boreas, Arcturus, and Eyr shall remain pure and uncorrupted.

Section III: The Price of Heresy

The price of heresy be excommunication, social shame, the clipping of wings, and the whims of the just society to enact further punishment on thee.

The Griffonkind Creed

Boreas; the First Brother: Creator of the sky and wind. Bestower of knowledge and bravery. Anointer of hierarchy and power.

“IN THE WILL OF THE SKY”

Maar; the Middle Brother: Once creator of souls and bringer of fairness in death. Now through corporal corruption, now lay the harbinger of madness and cruelty, of horrific death and suffering to no end.

“THE SOUL, DAMNED BY SIN”

Eyr; the Only Sister: Creator of our bodies and drives. Forager of our hearts and connections. Mother of our grand race and our continuation. Muse to our lands and food.

“THE MOTHER, GIVER OF LIFE”

Arcturus; the Last Brother: Creator of strength and courage of all gryphons. Bringer of war and wisdom with the crafts and tools he forges.

“THE HAND OF THE KNIGHT”

Grover; the Kaiser and Unifier: He and his house guide gryphonkind through blessed intellect, strength, compassion, and justice by mandate of idol, through sacrifice to bring prosperity and salvation from sin.

“AND GUIDANCE OF THE KAISER”

The Holy Cross of Griffonia

May the Holy Cross of Griffonia be sanctified by:

Boreas' orange diamond gem atop the cross pointing to Sol, the father, as our minds yearn for the stars, with our wings taking us there.

Arcturus' blood-stained starburst iron adorns the right of seeking the rise and glory of Sol the Father.

Eyr's circular emerald adorns the left of the cross as the heart and of Earth. For we thrive and live to the end of setting Sol.

The Kaiser's gold christened square shall sit in the center of the cross. Bringing Boreas' greed to honor, Arcturus' wrath to peace, Eyr's indulgence to mercy, and Maar's cruelty to justice.

Maar's obsidian triangle lay the farthest from the four at the base end of the cross, to represent his damnation to hell as punishment for him and all those that be corrupted by him in sin.

Be it Hereby Declared

The Orthodox Gryphononic Church be made of Four Kirks:

The Kirk and Imperium of the Kaiser:

Be it known that the **Griffonian Empire** itself is **The Orthodox Gryphononic Church**. So be it that it is the head and absolute ruler of the church, and is itself the empire, ruled completely by the **Kaiser**.

Be it known that all **wealth**, **power**, and **authority** are subordinate to the Kaiser, for all Kirks derive their authority from him.

Forever be it stated that:

The **Kaiser** is head of the church and head of the empire.

All corporal, temporal, and spiritual matters across all Griffonia and Gryphonkind are his alone to decide.

The Kaiser holds the Mandate and Blessing of the Gods to rule over Gryphonkind as the one true Kaiser.

The Kaiserdom shall pass to the eldest or chosen by Kaiser heir upon the death of the Kaiser.

The Gods command that the Kaiser may only wed and sire heirs upon a successful reign of over 100 years.

The heir shall assume the throne at the age of 16, 18, or 20, and the former Kaiser shall pass into the heavens by order of Boreas.

The Kirk of Boreas:

This Kirk shall be the central organization of worship for the God **Boreas**. It is hereby responsible for:

- Grooming nobles, courtiers, and agents of the Kaiser.*
- The proselytization and unity of the faith.*
- The collection and preservation of knowledge.*
- Training Gryphons in the mastery of flight and wealth.*
- The Kirks of Boreas shall be places of wisdom, thought, reflection, and confession.*
- Reflection periods for the masses are sacrosanct and demanded every end of the week. None shall disturb these proceedings.*
- Confessions are mandatory on the Summer and Winter Solstice.*
- On the Day of Reflection, the faithful shall gather in a Mass of Reflection to seek guidance from their priest or bishop.*

Hierarchy of the Kirk of Boreas:

The Archon of Boreas:

- *Appointed by the Kaiser for life or until resignation.*
- *Serves as the Voice of Boreas unless countered by the Kaiser.*
- *Responsible for administering the Kirk, enforcing doctrine, and overseeing discipline.*
- *Must be of sound mind, grand education, and unwavering faith.*
- *Upon appointment, must declare a Protégé to be trained as a successor.*
- *May call a Period of Mass Reflection no longer than two weeks.*
- *Administers the Boreal Academies to train future clergy and nobility.*

The Bishops:

- *Appointed by the Archon and serve in regional Dioceses.*
- *Must be native to their Diocese and educated in the Kirk for over five years.*
- *Enforce the powers of the Archon and Kaiser.*

- *Hold Mass in Cathedrals in centers of life.*
- *Oversee the education of future Bishops and Priests.*

The Priests:

- *Appointed by Bishops to guide local communities.*
- *Minister Mass in locations deemed fit by their Bishop.*
- *Act as leaders of faith for the common people.*
- *Oversee Boreal Schools for commoners and nobility alike.*

It is the duty of all clergy to ensure the faithfulness of the nobility, who must prove their devotion by:

- *Serving as agents of wisdom and intellect.*
- *Being an example of leadership for the commoners.*
- *Remaining celibate or facing excommunication and death.*

The Kirk is also entrusted with the collection, study, and preservation of all non-combative and non-medicinal magic, educating Gryphon magic-users in their arts if they choose to train within Boreal Kirks.

The Commandments of Boreas:

Thou shall lead thy people in safety, security, and prosperity.

Thou shall honor Boreas in the mastery of the sky, for all Gryphons have the right to fly.

Thou shall temper thy passions and greed in leadership.

Thou shall forgo thyself and serve the people.

Thou shall not be cowardly in the heat of crisis or tribulation.

Thou shall not bring instability through impatience.

Thou shall not descend into violent and harmful greed.

The Kirk of Eyr

The Kirk of Eyr shall be the central organization of worship for the God Eyr. This Kirk is responsible for fostering communities, educating commoners and the highest agents of the Kaiser in courtship and love, entrenching the divinity of family, and proselytizing. It shall share and assist in the cultivation of land among both nobility and commoners. It is also granted as a substitute place of the soul and of healing, where the administration of medicinal alchemy and magic shall be cultivated.

The Kirks of Eyr are places of community, serving the local populace in cooperation, cultivation, and family enrichment. Therefore, The Kirk of Eyr shall be decentralized to local regions, with dioceses and higher prominence existing only to serve the needs of those local communities.

Hierarchy of the Kirk of Eyr

Ministers: are elected democratically through a public ballot vote. Candidates must have experience in either farming, communal leadership, or parenting. Their terms last five years or until resignation. Ministers educate and guide the faithful in relationships, customs, common sense, and traditions within the Empire. Communal meetings shall be held at the ministers' discretion, except on the Day of Reflection. Festivals of fertility and love shall commence on the Summer and Winter Solstices, and ministers may declare additional holidays as needed.

Cardinals oversee dioceses and operate from a cathedral independent of the Boreal Kirk. Ministers within the diocese elect a cardinal through ballot vote. Cardinals serve ten-year terms or until resignation. Their role is to coordinate local communities, nobility, and the wider empire to maintain self-sufficiency, sustainability, and prosperity in family life, agriculture, and common sense. Cardinals travel across the empire, exchanging knowledge between communities. All cardinals must be well-versed in the theological teachings of Eyr, undergoing three years of education in history, doctrine, and values before they begin enforcing these teachings. Cathedral meetings are open to the public, and cardinals may host events similar to those of ministers.

The Archon of Eyr is elected by a unanimous vote of all cardinals in the empire. The election must be conducted privately and certified by the Kaiser. The Kaiser may reject the election result, requiring a new vote. If the vote fails three times, all cardinals are deemed inept, and new cardinal elections are held. Once elected, the Archon has the authority to modify Eyric Doctrine, with the Kaiser's consent. The Archon ensures imperial compliance with fostering community, unity, family, courtship, and agricultural practices.

The Archon serves a 20-year term or until resignation and must remain celibate both before and during their tenure. Failure to adhere to celibacy results in the same punishment system as the Boreal Kirk. Candidates for Archon must have at least five

years of theological education in a cardinal cathedral. The Archon has the right to declare imperial days of celebration beyond the solstices and holds supreme authority over all Kirk decisions. Appeals within the Kirk progress from ministers to cardinals, and ultimately to the Archon, whose decision is final unless vetoed by the Kaiser. The Archon's central Kirk shall be located in the most fertile and central region of the empire.

The Kirk's Role in Medicine and Education

The Kirk of Eyr shall record and store knowledge of all medicinal magic and alchemy. It shall be solely responsible for the education and development of Gryphonic magic related to healing and will search the empire for individuals with such abilities. The Kirk will also maintain an academy affiliated with the Nuns and Monks of Arcturus, offering extensive training in parenting, community leadership, agriculture, medicine, and magic over a two-year period. Certification shall be granted by the Archon of Eyr personally.

The Commandments of Eyr

Thou shall parent with diligence, faith, and compassion towards thy young.

Thou shall bestow the common senses of life to all young, regardless of status.

Thou shall not betray the trust of the people, regardless of status.

Thou shall have faith in oneself, thy family, community, and empire.

Thou shall maintain, bestow, and improve the fertility of the land and body in good health and physical condition.

Thou shall not seek vengeance before offering forgiveness and mercy.

Thou shall not forbid the warmth of love to thy young, innate and natural.

Thou shall not succumb to unhealthy demeanor or spoil the body and land.

The Kirk of Arcturus

The Kirk of Arcturus shall be the central organization of worship to the God **Arcturus**. This Kirk is henceforth responsible for the enhancement of the gryphon being—be it for the boldest, most ambitious, courageous, and determined. Here, the Kirk demands its members reach beyond the expectations of the normal gryphon. **MEMBERS MUST EMBODY PEAK STRENGTH, DETERMINATION, AND VIGILANCE UNTIL DEATH. INDIVIDUAL PURSUITS ARE TO BE DISSOLVED IN THE NAME OF ARCTURUS, SACRIFICING MIND, BODY, WILL, AND SOUL FOR ALL GRYPHONKIND.**

The Champion of Arcturus

The Archon of Boreas shall appoint a gryphon champion, chosen from the top three of a pool of five requested by the Kaiser. A minimum of ten candidates shall be sought from the most willing and zealous. The Champion must prove themselves through rigorous trials:

PEAK OF STRENGTH IN MIND – EXTENSIVE KNOWLEDGE OF THE GODS AND EMPIRE MUST BE DEMONSTRATED. THEY MUST SHOW A WILLINGNESS TO LEARN AND IMPROVE THROUGH FAILURE, WITH ONLY TWO CHANCES GIVEN BEYOND ANY INITIAL FAILURE.

HONESTY AND CONFESSION – CANDIDATES MUST PUBLICLY CONFESS ALL DESIRES AND SINS BEFORE THE KAISER’S COURT. NO SHAME SHALL BE BROUGHT UPON THEM, BUT FAILURE TO BE HONEST RESULTS IN DEATH BY THE KAISER’S ORDER.

ELIMINATION OF MATERIAL DESIRES – THEY MUST RELINQUISH ALL MATERIAL POSSESSIONS, ENDURE HARDSHIP, STARVATION, JUDGMENT, AND SUFFERING FOR ONE MONTH UPON THE KAISER’S APPROVAL.

PEAK OF PHYSICAL CONDITION – MASTERY OVER AIR, LAND, AND WATER MUST BE ACHIEVED. THE CANDIDATE MUST DEMONSTRATE THE ABILITY TO CARRY THEMSELVES AND OTHERS TO SAFETY,

DEFEND THEMSELVES WITHOUT TOOLS AGAINST A CRIMINAL, AND ENDURE MAXIMUM EXERTION ACROSS ALL TERRAINS.

MORAL CHARACTER – THE FINAL TEST SUBJECTS THE CANDIDATE TO TEMPTATION, TESTING THEIR ABILITY TO RESIST WRATH AND DEMONSTRATE MERCY TOWARDS FOREIGNERS. THEY SHALL BE CAST INTO THE WILDERNESS FOR ONE MONTH, SURVIVING ALONE UNDER THE WATCHFUL EYES OF THE NUNS AND MONKS OF ARCTURUS.

The Final Trial:

*The three surviving champions shall engage in a battle to the death. If multiple survive, all shall be executed. The last standing champion is either bathed in the blood of the slain or baptized in sorcerer fire, signifying divine approval of which is given directly from Arcturus. If rejected, they shall perish. The chosen Champion, compelled by divine power, answers to no one—not even the Kaiser. **THEY ARE THEN PROCLAIMED ARCHON OF ARCTURUS.** Their goal is to lead the kirk and serve Arcturus, the Kaiser, and those below him until death or until they're too weak to stand and or reason.*

Hierarchy of the Kirk

Champions

Champions are drawn from the ten best Triumphs of the empire, determined through rigorous arena combat, athletic trials, and intellectual examinations in theology, science, and philosophy. The top three endure the final trials to become Archon.

Triumphs

Triumphs govern Triumphdoms, structured similarly to the Boreal Diocese. Their temples are located far from civilization, where they seek out the bravest, healthiest,

and most righteous gryphons. Volunteers undergo lesser trials before signing a lifelong contract to Arcturus. Each diocese may have no more than five Triumphs, selected based on ten years of knightly service and merit determined by the Archon.

Knights

Knights are graduates of the academy-temples, trained from age six for ten years or from age sixteen for five years. They may settle land and are granted noble privileges, but cannot engage in indentured servitude or become dependent on the state. They serve at the command of the Triumph, Archon, and Kaiser, with peacetime service limited to two years unless war necessitates further duty.

Nuns and Monks

Those physically unfit for knighthood but devoted to education and nurturing may serve as Nuns (female) or Monks (male), swearing vows of poverty, chastity, and obedience. Their role is to educate and guide Squires under the authority of the Triumphs and Archon. They may only be dismissed through democratic vote among their peers.

Squires

Squires are the most determined volunteers, undergoing rigorous training within the temples. Upon signing their contract, they must:

- Relinquish all material possessions, including homes if owned.*
- Erase their former name, choosing a new one from the Weisheit.*
- Be baptized in water tainted with their own blood, binding them to the Kirk.*

- Serve for the duration of their training, unable to leave under any circumstance until death or graduation.

The Creed of Arcturus

I am of Arcturus, our guide and crafter.

I must follow the Kaiser, who breathes in the blood of united kin.

I bring honor in serving my life to the empire.

I bring honor in helping the poor and cursed, sheltering the downtrodden, and tending the ill.

I bring honor in valorous combat against capable and willing fighters.

I bring honor in the disarmament of the unwilling or the inferior foe.

I bring honor in diligence of work, craft, heart, body, and mind.

I shall bring honor in death as to life.

In the hand of the knight I enthrall myself to thee.

The Damnation of Maar

*Be it known that the God **Maar** be of **The family of the gods**. But also known is his **corruption** and necromancy, therefore he be damned from his family and of all **gryphonkind**. There shall be no church in his name and that it be the will of all Gryphons to seek immortality in their milestones of leadership, longevity in family, as well as traditions of community.*

“Be thy immortal in thy crafts through determination and be thy immortal in service to the empire that shall live till the end of time.”

BE IT HERE DECLARED: THE COUNCIL OF GRIFFONSTONE BE RESOLVED. THE STRUCTURE OF THE FAITH SECURE AND POWERS DELEGATED. NOW THE FAITH PROCLAIMED ANEW! I, GROVER ARDENT EISENHART THE FIRST, FINALIZE RESOLUTION AND COUNCIL AS OF 5 I.U.

Addendum

Compared to Grover VI in the year 117 Universal Date. This document is about more than 1500 years old. This was his first grandfather's writing Afterall.

After the fall of the Arantigian Empire at the hands of the corrupted gods the Herzlandic peoples where rising but soon a group of Necromancers organized and emboldened by the most corrupted Maar sought to reignite the old empire. However, Grover Ardent Eisenhart of Griffonstone would with his close friends and adventures destroy the necromancer tower at Solarspike mountains: The origin of Gryphonkind. There he was likely to die in its collapse. But the reformed gods of Boreas, Eyr, and Arcturus would bring him to their realm. Imbue him, change him into a demigod to rule over Gryphonkind until his time was up and a heir raised and chosen.

It would not take long for the Herzlandic tribes to be united and integrated into their new imperial state. The remnants of the Arantigians would not take too long to submit but the Celguls would resist even with Eyr compelling them. However, new threats were emerging. With the Equestrian rot that had taken eastern Griffonia the empire would begin centralizing and a new dawn in Gryphonkind would emerge. A new united single faith. One ruler. One government. One people.

The crest of **The House of Eisenhart** with the motto of the family and of the empire:

"Boreas und mein Recht"

or in English:

"God and my Right"
